

# IXD801:INTERACTION DESIGN

L:0 T:0 P:3 Credits:2

**Course Outcomes:** Through this course students should be able to

CO1 :: understand iterative user-centered design of graphical user interfaces

CO2 :: apply the user Interfaces to different devices and requirements

CO3 :: construct high quality professional documents and artifacts related to the design process

CO4 :: develop prototype and usability testing

## List of Practicals / Experiments:

### Introduction to the UI

- what is user interface design
- a brief historical overview of interface design
- interface conventions
- approaches to screen based ui
- formal elements of interface design
- ui design process

### Introduction to UX

- ux basics- foundation of ux design
- understanding your users
- designing the experience- elements of user experience
- user testing

### UI/ UX Design Tools

- building Low fidelity wireframe
- high-fidelity polished wireframe using wireframing tools

### Prototype Development

- creating the working prototype using prototyping tools
- sharing and exporting design

**Text Books:** 1. DESIGNING INTERFACES: PATTERNS FOR EFFECTIVE INTERACTION DESIGN by JENIFER TIDWELL , CHARLES BREWER, SHROFF/O'REILLY

**References:** 1. DESIGN YOUR THINKING by PAVAN SONI, PENGUIN BOOKS INDIA

